

MINES AND MONSTERS

PLAYABLE RACES

TESTIFICATE

The Testificate has quite unique features among the races. They have elongated heads that don't grow hair and they also have large, bulbous noses that create most of the sounds of their language. This language is mostly made up of honking noises with a couple grunts thrown in. To the outside observer, it is indeed a strange language but their unique features allow them to convey all they need to with these honks.

Most Testificates value hard work above anything else, basing their relations on how hard the other works. To this end, they respect the common farmer while being disgruntled by royalty. It is also to this end that the main currency of these people is what they consider to be a rather useless material, gemstones.

For the most part, Testificates are pacifists. However, they will defend themselves if absolutely necessary. Though it never usually comes to this as they have the ability to craft golems to defend themselves from anything that might try to hurt them. Another bizarre thing about villagers is that their names translated into common are often numbers. Though not all Testificates follow this rule, it is a commonality between them all.

Ability score increase. Your Dexterity score increase by 1.

Age. Testificates reach maturity around the same time as humans but live for slightly longer, living between 100 and 150 years old.

Alignment. Testificates are naturally good natured and heavily lean towards the lawful side of the spectrum. However, outcasts are a different matter. They are often neutral aligned, but have a tendency for evil.

Size. Testificates stand between 6' and 6'8 due to their larger than average heads.

Speed. Your base walking speed is 30 feet

Large Nose. You have advantage on Perception checks that require smell.

Languages. You can speak, read and write Common as well as Testificate.

Subrace. There are multiple types of Testificates, as they put their skills, or lack thereof, to good use.

WANDERER

Wanderers are often those that trade goods outside of their home villages. They are well-versed in the coinage of other peoples and how much others value things.

Ability Score Increase. Your Wisdom score increases by 2.

Skill Proficiencies. You gain proficiency in 2 wisdom skills of your choice.

Weaponised Coin. As an action, you may throw coins as a weapon. This has a range of 30/60 feet. You deal 1d6 piercing damage for every 1 GP worth of coins you throw. You may throw up to 5 GP worth of coins before you must take a short or long rest to recount your coins. You can throw an additional 1 GP worth of coins for every level above 1 you are.

NITWIT

Nitwits are simply idiots that don't want to do any hard work, looking to others to fulfil their needs. They are often looked down upon as lazy, but they do have a certain set of skills that can be used to their advantage.

Ability Score Increase. Your Intelligence score decreases by 1 and you get a +1 to any stat except Intelligence.

Loud and Proud. As an action on your turn, you can create a loud noise to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Stumble. You gain a natural weapon in the form of your head which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d8 + your Strength modifier. After it has been used, whether or not you hit, you fall prone.

OUTCAST

You have been outcast from Testificate society for practising dark rituals. Though you may not have turned to the Illagers yet, any Testificate will assume that you are one and will treat you accordingly.

Ability Score Increase. Your Intelligence score increases by 2.

Illager Weapon Training. You have proficiency with the hand axe, short bow, battle-axe, great axe and longbow.

Cantrip. You know the Change Fabric cantrip. This does not count towards your total spells known.

PIGLIN

Walking a plane of fire and brimstone, the Piglin are a greedy bunch. Suspicious of any travellers they see, it is in your best interests to seem less suspicious to them. An easy way to gain the trust of a Piglin is to dress in fine clothes, or otherwise show your status in some visual form. While they may be violent, they know better than to treat those willing to barter with violence.

They are master craftsmen, creating structures out of the strange materials found within the Nether. They are also one of the few creatures that have tried and succeeded to tame the Hoglins. It is because of this that they often build within crimson forests.

They often carry with them many materials for which to barter with travellers, though they might not negotiate what they will sell to a traveller. It is always a gamble bartering with a Piglin as they often won't take back what they have already exchanged.

Piglin family names are often derived from precious metals and gemstones, and they are quite proud of their heritage. However, Piglins often don't take a first name, simply declaring themselves a member of their family name. It is for this reason that Piglins will often take names from other races if they do decide to have a first name.

Ability Score Increase. Your Strength increases by 2 and your Wisdom increases by 1.

Age. Piglins mature at 15 years of age and live until they're 80.

Alignment. Most Piglins view others as a means to an end, this mostly pushes into neutral alignments but it isn't rare that a Piglin swings more to good or to evil. For the most part, they are chaotic.

Size. Piglins are naturally tall, sitting in between 6' and 7', though averaging around 6'4.

Speed. Your base walking speed is 30 feet.

Fire-Born Dwellings. You gain resistance to fire damage.

Golden Lustre. You gain proficiency with any items made out of gold, this includes weapons, armors, magic items and kits. If you were to try and get an item that isn't normally made out of gold, depending on the item, the price of it would increase between 2 and 3 times its original price.

Languages. You can speak, read and write Common as well as speak Ignan.

MAGIC ITEMS

ARMOR OF THORNS

Armor, very rare (requires attunement)

This armor appears to be made out of the scales of a guardian. When any damage is dealt to you, roll 1d4. The attacker is dealt whatever damage they dealt divided by the number you rolled rounded down.

BANE OF ARTHROPODS

Weapon (any sword or axe), common

The blade of this weapon has the engravings of a spider web etched into it. When hitting anything that has a chitinous shell, you deal an extra + 10 damage.

BOOTS OF DEPTH STRIDING

Wondrous item, uncommon (requires attunement)

These leather boots almost appear to be made out of fish scales. When activated, the boots extend into flippers and you gain a 30 feet swimming speed but your walking speed is reduced to 10 feet.

BOOTS OF FROST WALKER

Wondrous item, rare (requires attunement)

These furred boots are snug and feel quite warm. Whenever you step into a source of water, you create a 10 foot radius of ice underneath you that acts as difficult terrain for everyone but you. After one round, the ice becomes unstable and any creature that steps on it must make a DC 15 Dexterity saving throw or drop into the water below. This DC increases every round until it reaches DC 20, the ice will completely melt after this point.

CHANNELLING TRIDENT

Weapon (trident), uncommon

This trident appears to have a streak of gold in the shape of lightning along its shaft. When thrown, it will cause a lightning strike to occur at the point where it lands. This will only happen if the point it was thrown to is open to the sky. All creatures in a 10 foot radius of the trident must make a DC 15 Dexterity saving throw. On a fail, they take 3d10 lightning damage, or half as much on a success.

HELM OF AQUA AFFINITY

Wondrous item, uncommon (requires attunement)

This helmet is made up of the pieces of a sea turtles shell. When worn, the user can hold their breath for an extra 15 minutes.

POTION OF HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potions rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potion of...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater Healing	Uncommon	4d4 + 4
Superior Healing	Rare	8d4 + 8
Supreme Healing	Very Rare	10d4 + 20

POTION OF FIRE RESISTANCE

Potion, very rare

When you drink this potion, you gain fire immunity for 1 hour. It also allows you to treat lava as if it were water. This potions orange liquid almost looks like the magma it protects against.

POTION OF REGENERATION

Potion, rarity varies

You regain hit points every round for a minute when you drink this potion. The number of hit points depends on the potions rarity, as shown in the Potions of Regeneration table. Whatever its potency, the potion's pink liquid glimmers when agitated.

Potion of...	Rarity	HP Regained
Regeneration	Common	1d4 + 1
Greater Regeneration	Uncommon	2d4 + 2
Superior Regeneration	Rare	4d4 + 4
Supreme Regeneration	Very Rare	8d4 + 10

POTION OF STRENGTH

Potion, rare

Upon drinking, your strength score increases by + 5 to a maximum of 20 for 1 hour. You also gain advantage on all strength checks and strength saving throws. The brownish-red liquid inside smells and tastes extremely salty.

POTION OF SWIFTNESS

Potion, uncommon

For the next hour after drinking this potion, your speed is doubled and you gain advantage on dexterity saving throws. The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF NIGHT VISION

Potion, common

You gain 30 foot dark vision for 4 hours upon drinking this. The liquid inside of the bottle looks like a night sky.

POTION OF INVISIBILITY

Potion, rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION OF GREATER INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect will persist even if you attack or cast a spell.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

POTION OF LEAPING

Potion, uncommon

For 1 minute after drinking this, your jump distance and height are tripled. A grasshopper's leg floats in the centre of this bright green potion.

POTION OF SLOW FALLING

Potion, uncommon

Upon drinking, for the next hour, whenever you fall, you may speed a reaction to give yourself the effects of the Feather Fall spell for 1 minute. The pale, white liquid inside the bottle looks almost fluffy.

POTION OF POISON

Potion, uncommon

This concoction looks, smells and tastes like a potion of healing or another beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

POTION OF WEAKNESS

Potion, rare

Upon drinking, your strength score decreases by -5 to a minimum of 5 for 1 hour. You also gain disadvantage on all strength checks and strength saving throws. The greyish-red liquid inside smells sweet but tastes extremely salty.

POTION OF HARMING

Potion, rarity varies

You lose hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Harming table. Whatever its potency, the potion's dark red liquid glimmers when agitated.

Potion of...	Rarity	HP Regained
Harming	Common	2d4 + 2
Greater Harming	Uncommon	4d4 + 4
Superior Harming	Rare	8d4 + 8
Supreme Harming	Very Rare	10d4 + 20

POTION OF SLOWNESS

Potion, uncommon

For the next hour after drinking this potion, your speed is halved and you gain disadvantage on dexterity saving throws. The potion's black fluid won't react to any movements until the potion is opened.

QUIVER OF TIPPED ARROWS

Wondrous item, rare

This quiver has streaks of gold running down its side, with the symbol of a potion halfway down. Any arrow placed in the quiver will gain a random magical effect according to the below table. Any arrow put in the quiver after the first will carry its same effect. If the arrows in the quiver have not been used up by dawn, the magical effect will be changed according to the table below. This quiver can carry 64 arrows.

d100	Magical effect
1	When a target is hit, roll the wild magic surge table with the target as the centre of it.
2-10	With every arrow fired, roll on this table. If you roll this again, treat the arrow as a regular arrow.
11-20	The target takes an additional 1d6 poison damage.
21-30	The target rolls a 1d4 and takes that away from its damage rolls.
31-40	The target's movement speed drops to 5 feet for its next turn.
41-50	The target takes an additional 1d4 piercing damage and gets pushed back 10 feet.
51-60	The target can be seen through walls for 1 minute.
61-70	The target gets disadvantage on all of its rolls for the next minute.
71-80	The target is dealt an additional 1d6 necrotic damage that increases by 1d6 with each successful shot on the same target.
81-90	The target becomes invisible and will stay invisible until it attacks or uses a spell.
91-00	The target takes no damage and gets healed for 1d4 hit points.

UNDEATHS DESPAIR

Weapon (any sword), uncommon

When this weapon is held, you feel a sense of sanctuary as if you are sleeping in a cosy bed by a warm fireplace. This weapon deals + 10 damage against undead. Sleeping with the blade in your possession will remove 2 levels of exhaustion instead of 1.

SPELLS

CHANGE FABRIC

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Upon waving your arms and chanting “wololo”, you change the colours of any clothing or wool to any you choose. You can choose to only change a part of the materials colours. This can change any creatures natural fur/wool colour as well, although in this case the entirety of the fur/wool is changed to this colour. You can have up to 3 separate colour changes at any one time.

CONJURE VEX

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon 3 Vexes in unoccupied spaces that you can see within range. A Vex will disappear when it drops to 0 hit points or when the spell ends.

The Vexes are friendly to you and your companions. Roll initiative for the summoned Vexes as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue an commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

INVISIBLE DUPLICATES

x-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You turn yourself invisible and produce four duplicates. These duplicates are spread out randomly in a 10 feet radius from you and move in step with you, facing the same direction as you. This can make the illusions phase through walls. The invisibility only ends when either the spell ends or you lose concentration.

SNAPPING JAWS

x-level y

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bone)

Duration: Instantaneous

By crushing a bone, you summon fangs to either defend or attack. If the target of the spell is between 30 and 10 feet away, the spell acts as a line spell. If the target is within 10 feet the spell acts as a circle spell centred on yourself with a radius of 10 feet.

If the target is between 30 and 10 feet away, a line of fangs sprout from the ground hitting anything between you and the target. The target must make a Dexterity saving throw against your spell save DC, taking 3d10 damage on a failure and half as much on a success.

If the target is within 10 feet of you, a circle of fangs sprouts around you. Any creature caught in the circle, excluding yourself and anything currently occupying your space, must make a Dexterity saving throw against your spell save DC, taking 3d10 damage on a failure and half as much on a success.

MONSTERS

VEX

Tiny fey, chaotic evil

Armor Class 15

Hit Points 2 (1d4)

Speed 10 ft, fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Testificate, Slyvan

Challenge ?

Incorporeal Movement. The vex can move through other creatures and objects as if they were difficult terrain. It takes 2 (1d4) force damage if it ends its turn inside an object.

ACTIONS

Longsword Melee Weapon Attack: +2 to hit, reach 5 ft. One target. Hit: 1d8 slashing damage.



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